



World Racing



TDK Mediactive Inc., 4373 Park Terrace Drive, Westlake Village, CA 91361. www.tdk-mediactive.com

© 2003 TDK Mediactive, Inc. All Rights Reserved. PUBLISHED AND DISTRIBUTED BY TDK MEDIACTIVE, INC. Daimler Chrysler, Three Pointed Star in a Ring and Three Pointed Star in a Laurel Wreath and Mercedes-Benz are trademarks of and licensed courtesy of Daimler Chrysler AG and are used under license to TDK. © 2003 Mercedes-Benz USA, LLC. The ratings icon is a registered trademark of the Interactive Digital Software Association. Microsoft, Xbox and the Xbox Logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or in other countries.



Safety Information

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these photosensitive epileptic seizures while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information: The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

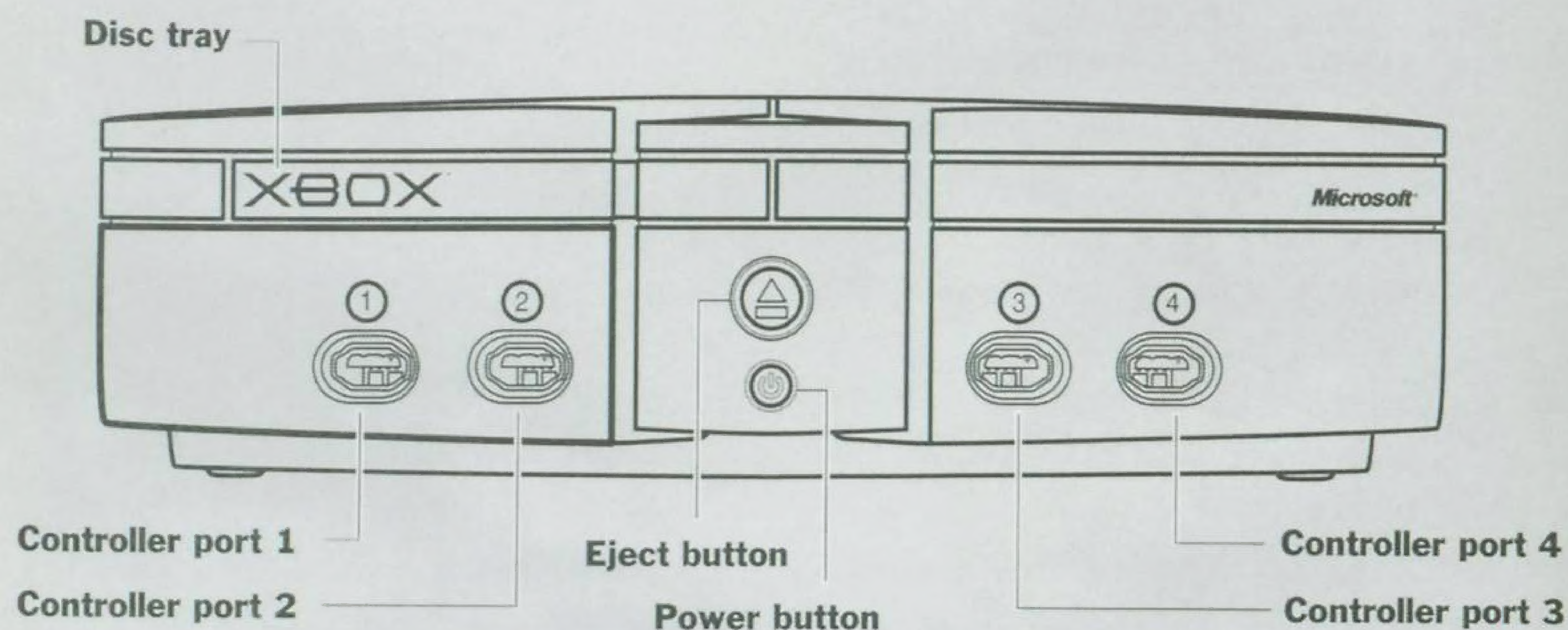
Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may “burn in” to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner’s manual to determine if video games can be safely played on your set. If you are unable to find this information in the owner’s manual, contact your television dealer or the manufacturer to determine if video games can be played on your set.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

Contents

Getting Started	2
Using the Xbox Video Game System	2
Avoiding Damage to Discs or the Disc Drive	2
Using the Xbox Controller	3
Game Controls	4
Configuring the Xbox Controller for World Racing	4
In-Game Display	5
Quick Start	6
Your Goal: #1 Driver!	6
What It’s About	6
How it Works	6
Heads Up: The Latest News for You!	7
Tips and Hints	7
Selecting a Profile	8
Your Profile: Who are you?	8
The Menus: Basics	8
Navigation Features	9
The Favorites Menu	9
Marking	9
Your Career	10
Know Your Rivals!	10
Character Features	10
The Status Menu: Rankings	10
How it Works: A Typical World Racing Season	11
During the Race	11
After the Race	11
Whatever You Want!	12
Race Planning	12
Free Training and Individual Races	12
Missions	13
The Race Schedule	13
The Tracks	14
Scenarios and Racecourses	14
Free Ride for Free Players	14
The Cars	15
Optional Fittings and Technical Data	15
Groups and Car Classes	15
Options	16
Car and Game Options	16
Game Controls	16
Displays	17
Sound Options	17
Playlist	17
Multiplayer	17
Credits	19
Product Support/Tips	22
Manufacturer’s Warranty/Licensing Terms and Conditions	24

Getting Started



Using the Xbox Video Game System

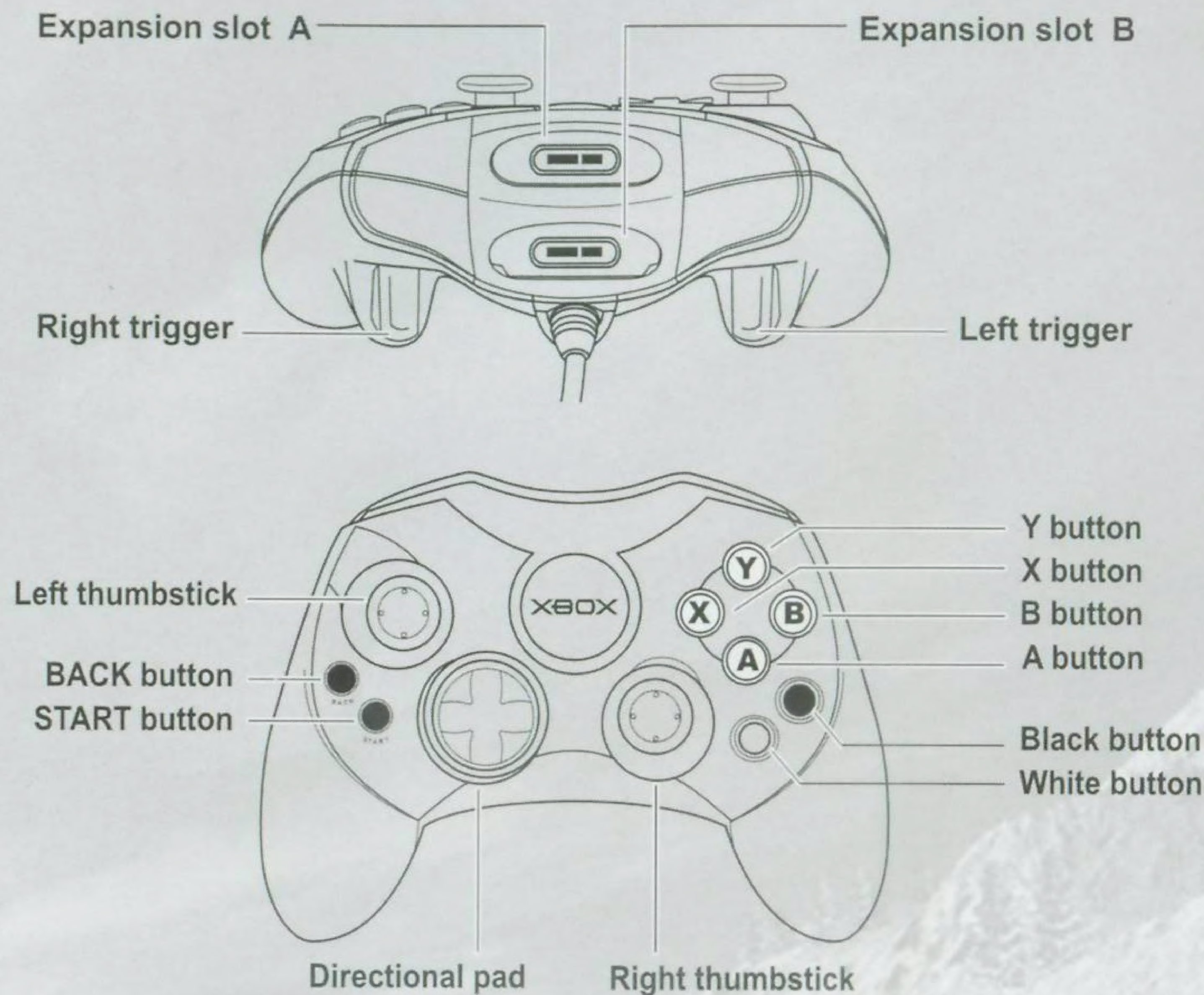
1. Set up your Xbox video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the *World Racing* Xbox disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing *World Racing*.

Avoiding Damage to Discs or the Disc Drive

To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

Using the Xbox Controller



1. Connect the Xbox controller into any controller port on the front of the Xbox console.
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox controller to play *World Racing*.

Game Controls

Configuring the Xbox Controller for World Racing

World Racing offers three different configuration profiles for the standard Xbox controller. The Type A profile is preset.

Car Controls

Accelerate	right trigger
Brake/Automatic Reverse	left trigger
Steering	left thumbstick and/or directional pad
Shift Up a Gear	X button (Blue)
Shift Down a Gear	A button (Green)
Handbrake	B button (Red)

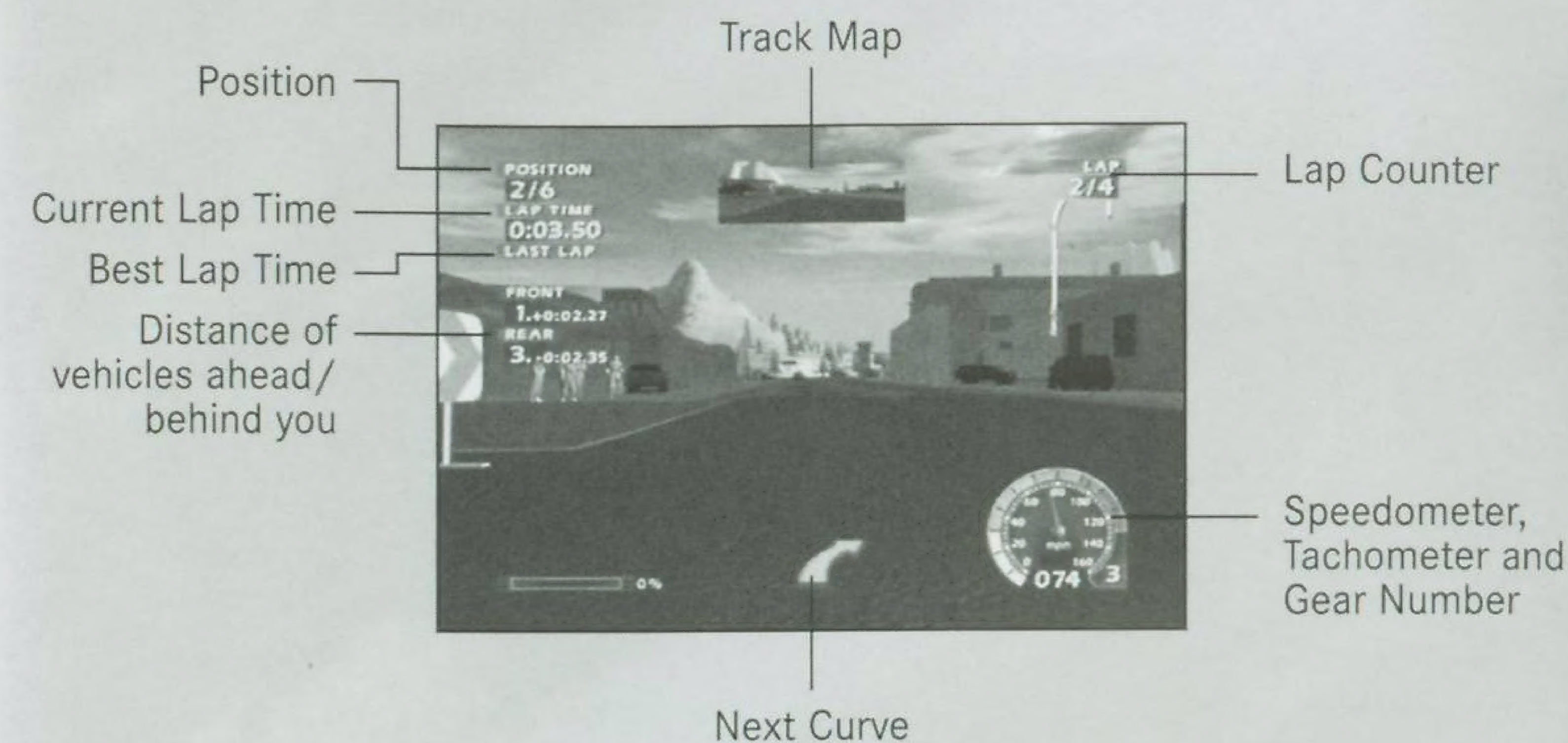
Camera Controls

Change Camera Angle	Y button (Yellow)
Pan Camera	right thumbstick (For Cockpit View)
Look Back	Black button

Game Controls During Races

Pause	START
Rear-View Mirror	BACK
Reset Car Position	White button

In-Game Display



Top Left

- Your position in the current race.
- Your current lap time.
- Your best lap time in the current race.
- When you cross the start/finish line, the time of your last lap flashes for a second.
- The distance (in time) of vehicles ahead and behind you.

Miscellaneous

Colored arrows indicate the next curve. The color tells you if you're going too fast for the curve.

- Green Arrow: Your speed is OK.
- Yellow Arrow: Your speed is a bit high—be careful.
- Orange Arrow: You're going way too fast!
- Red Arrow: Your speed is too high. You're going to crash—hit the brakes!

Top Right

Lap Counter

Top Center

Track Map

Bottom Right

Speedometer, Tachometer and Gear Number

Quick Start

Put the disc in the Xbox video game system. Enjoy the intro! If you're playing the game for the first time, you need to create a driver profile. Then select **Let's Go...** to get straight to the action in *World Racing*. Don't forget to fasten your seatbelt! Of course, there's a lot more to the game! Read on to discover all that *World Racing* has to offer!

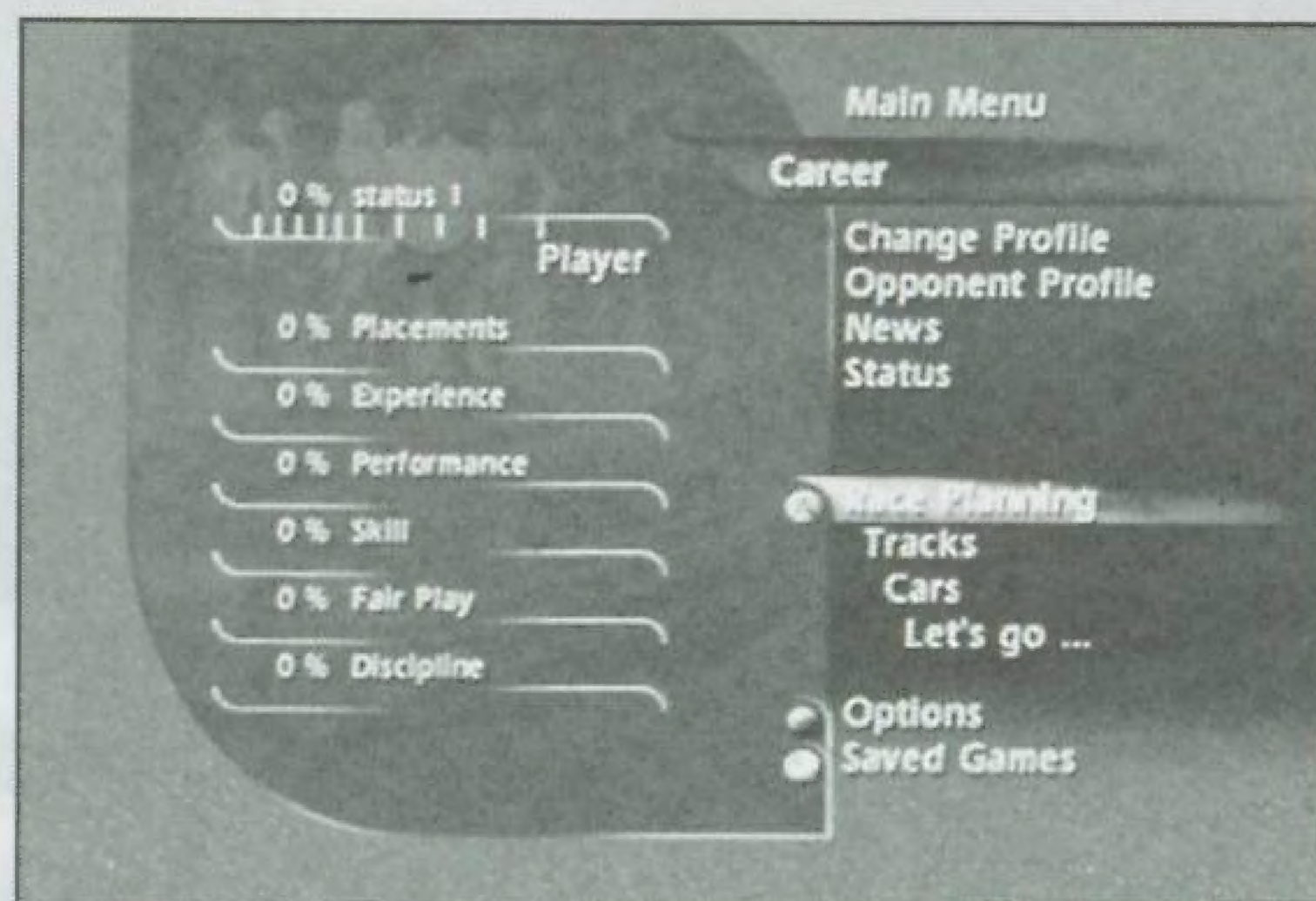
Your Goal: #1 Driver!

What It's About

Quite simply, you want to win all the races and be the #1 ranked driver! However, along the way, you'll see there are many different ways to become the real #1. If you succeed, all of *World Racing* is yours—all the tracks, missions, championships and, most importantly, more than 100 exciting cars from Mercedes-Benz.

How it Works

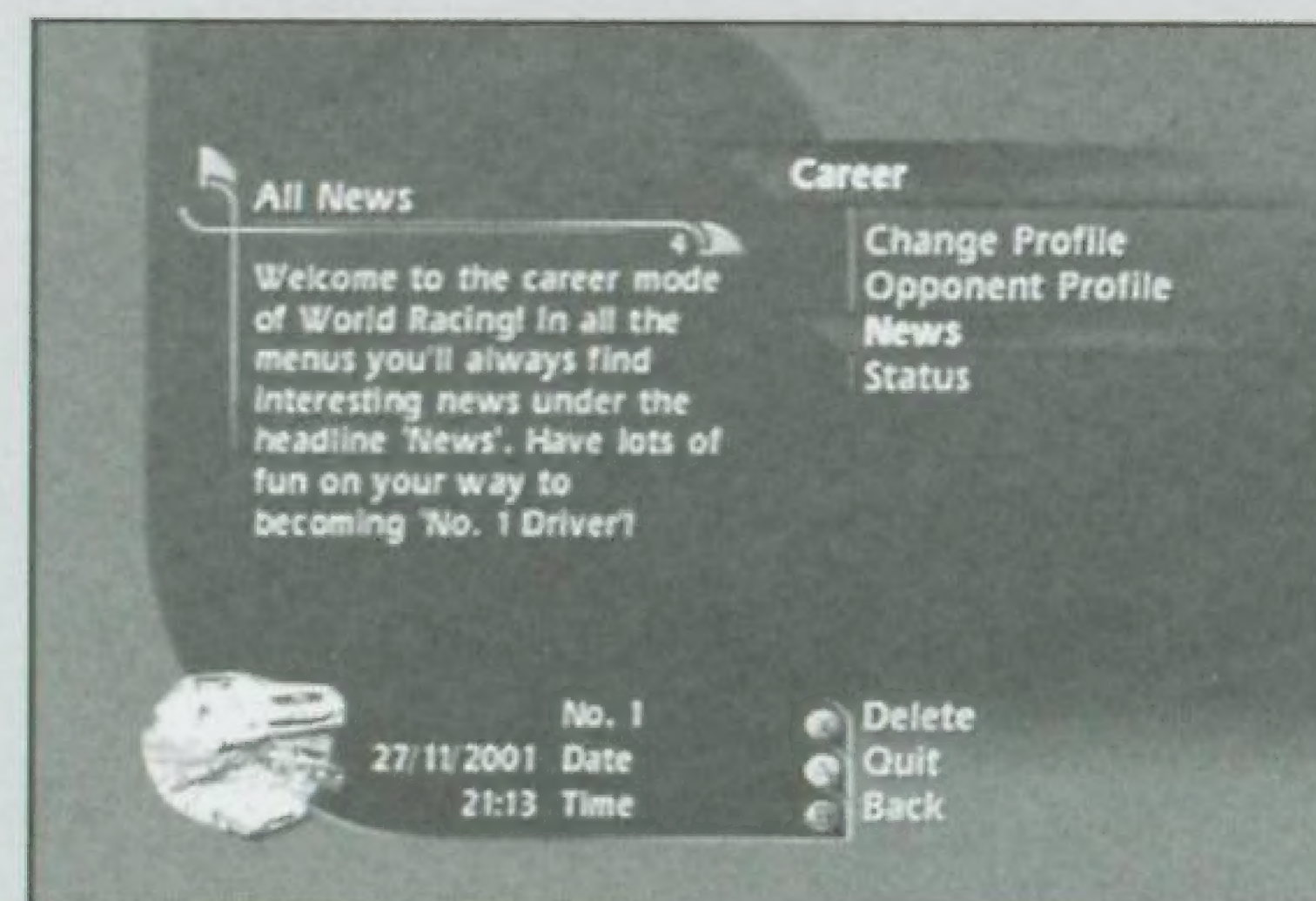
To be #1, you don't necessarily have to win all the races—although that's the fastest way to achieve this goal. Your driving style and behavior also play an important role in *World Racing*. At the end of each race, you'll be assessed—the results can be very different each time, depending on the level of fairness or skill you have demonstrated. The better your assessment, the more you can achieve. Just like in real life! It's that simple.



World Racing sees everything! And because it does, you should take a look at your driver profile from time to time to see how it's developing. Your position in the list of the best drivers depends on six qualities: placement, experience, performance, skill, fairness and discipline. Select the Career menu to view the strengths and weaknesses of the current driver profile. The bars show your current rating for the different qualities. At the very top of the

screen, you'll see a scale showing the status of your driver profile in comparison with other drivers. You can see the full list of drivers in order of their ranking in the Status submenu. Don't worry if it doesn't look too great at the beginning; everyone has to start somewhere and with *World Racing* you can only get better.

Heads Up: The Latest News for You!

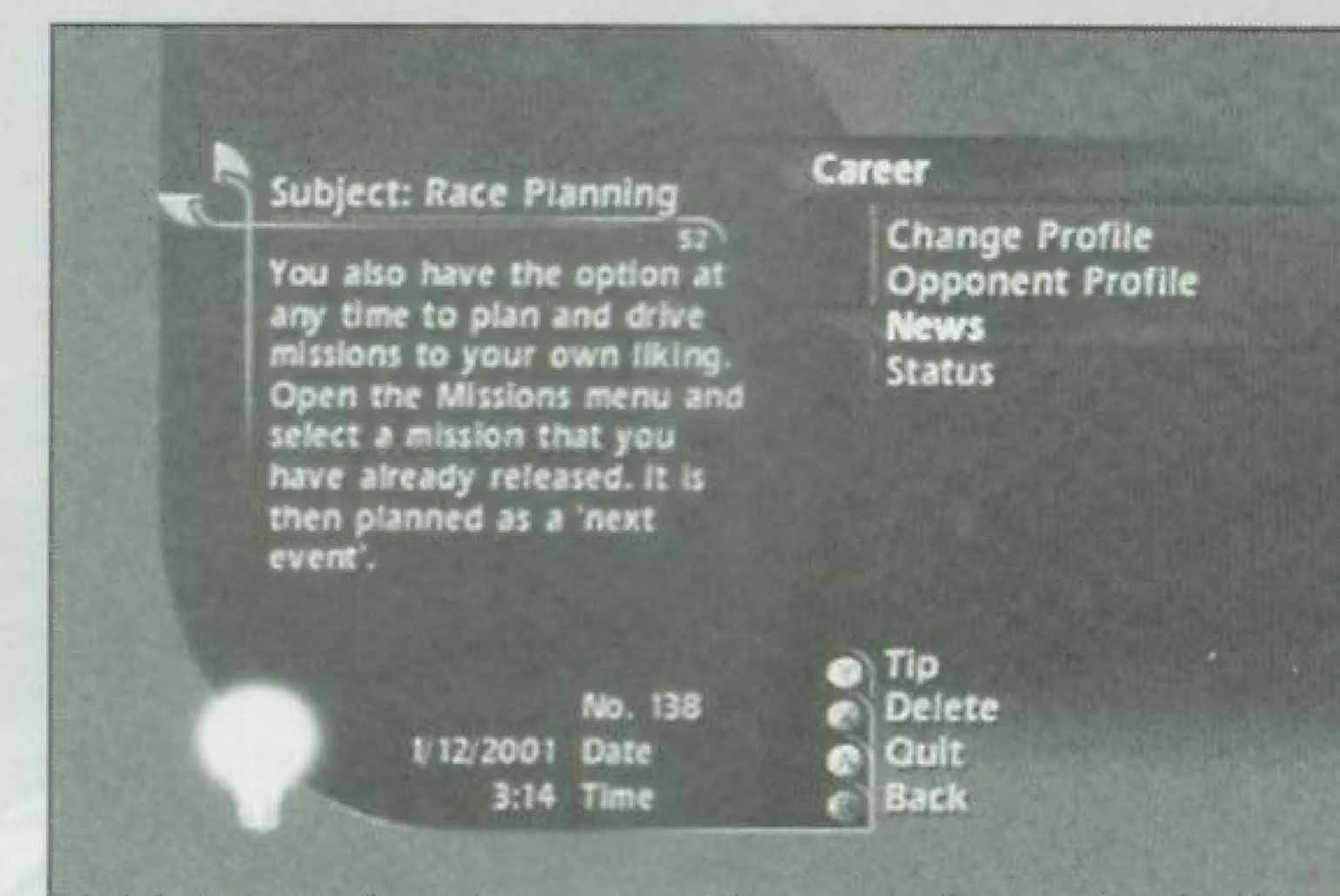


The News submenu can be accessed from practically all the menus. This gives you the latest info on the cars, tracks and missions. Scared you might miss something? Don't worry, you'll soon find out if anything's happened. The news always relates to the

menu you are in at the time. It's archived and can be accessed and read again at any time, so you won't miss anything.

Tips and Hints

Along the way, and most importantly before the start of a race, you'll be given some tips and hints that may help you on your way to becoming #1. You'll no doubt already be well aware of some of them, but others may be new. Like the news, you can also refer to these tips later in the game. If you ever forget how to win a race, read some of the earlier tips. Maybe you've overlooked a small, but important detail—just go back and review the tips.

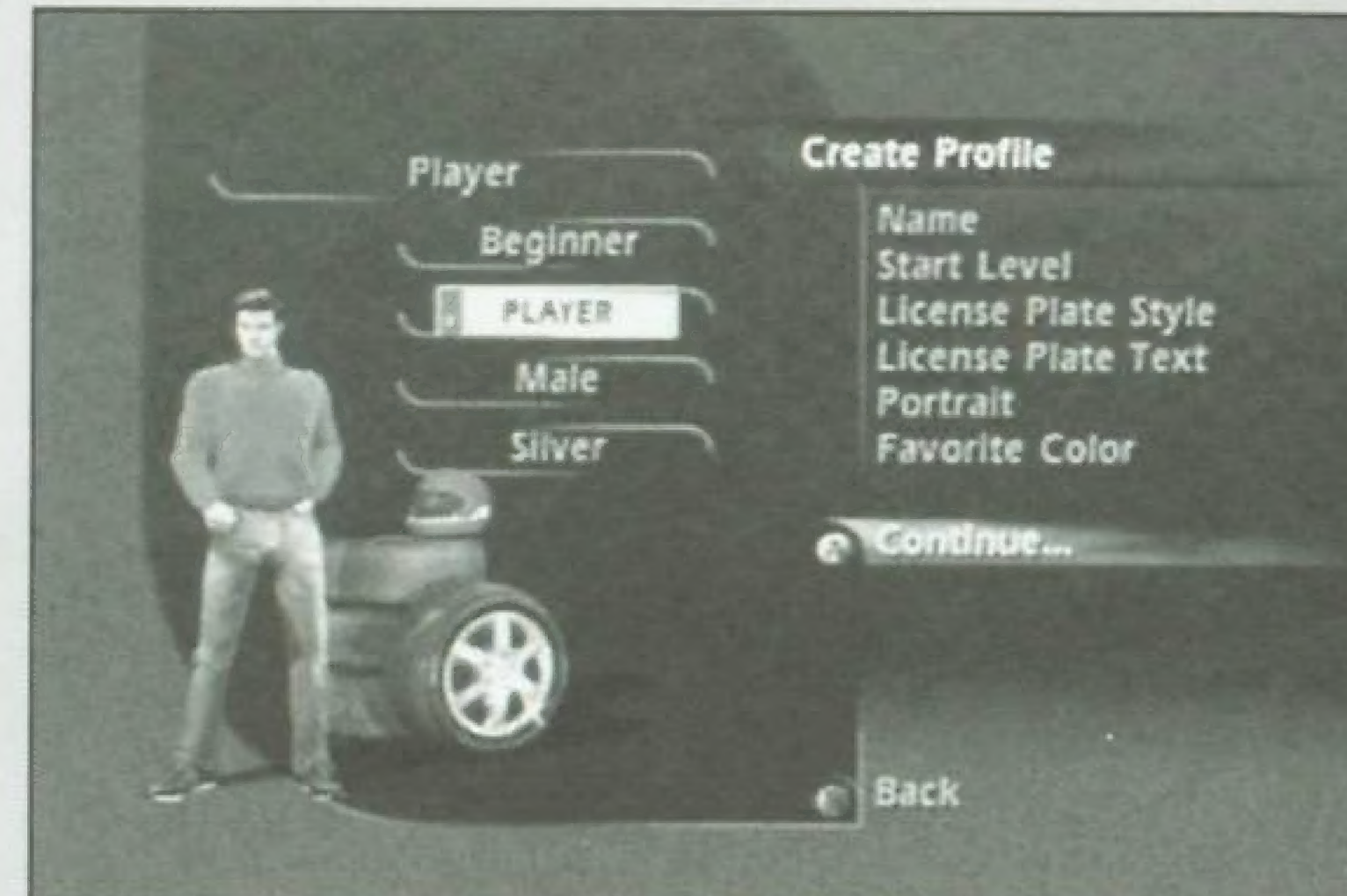


Selecting a Profile

Your Profile: Who are You?

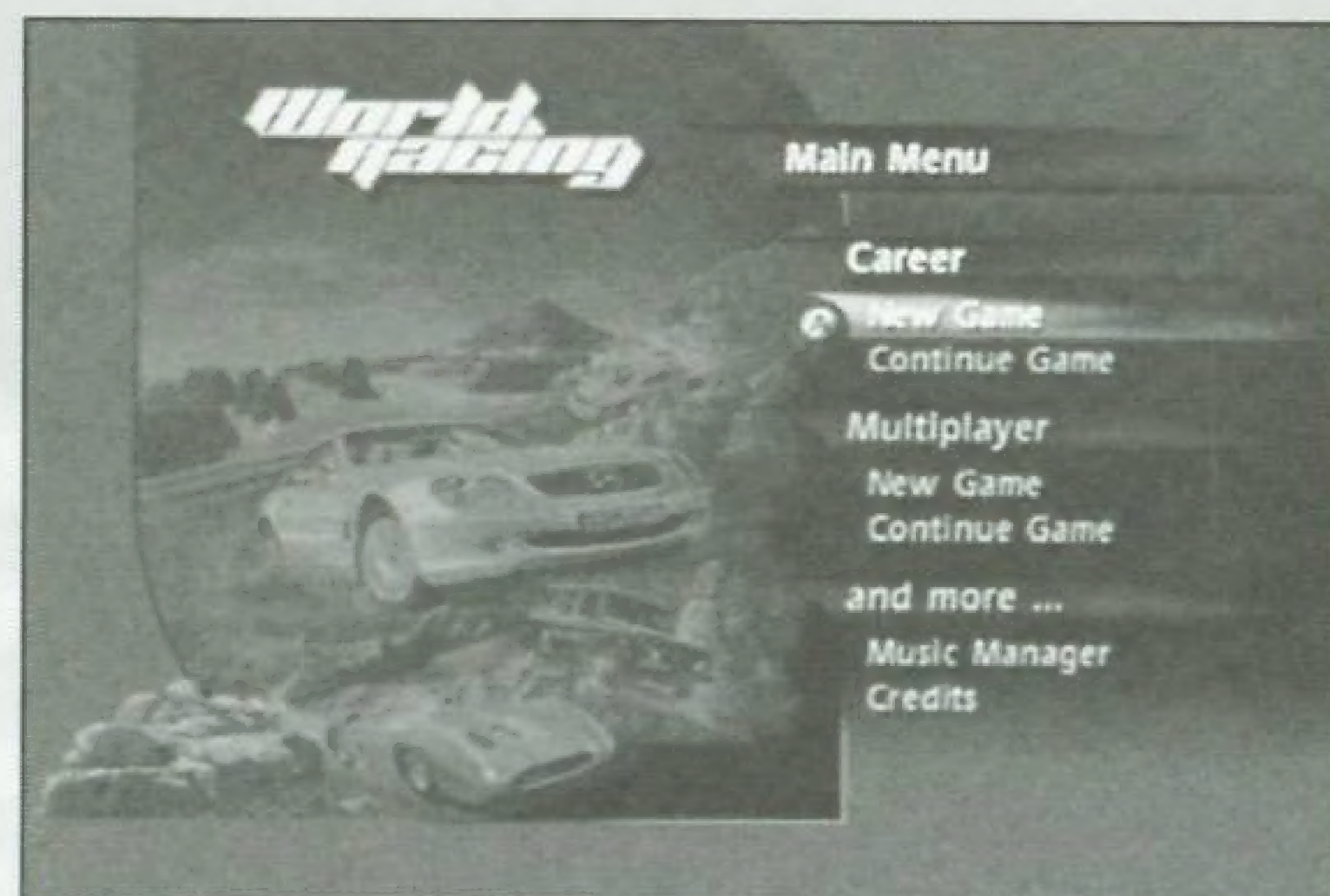
You're in charge. *World Racing* lets you create your own driver profile. Give yourself the name you've always wanted to have! Dress exactly the way you want! You can even create your own personalized license plate! Select your type from the Create Profile menu before you start your first racing season. Everything that happens in *World Racing* is stored in this profile.

You can create additional profiles if you want to try out the unlimited options of *World Racing* using different game strategies. One more thing: if you select a favorite color, this will be the default color for your Mercedes-Benz fleet. You can—of course—change this setting at any time through the Fittings menu. All profiles created are stored in the Saved Games menu, and can be accessed in Quick Navigation by pressing the **White** button on the Xbox controller.



The Menus: Basics

The Main menu lets you quickly access all the functions and options in *World Racing*. You can access the main functions from here at any time, for example, if you wish to quickly load a certain driver profile or change the settings for *World Racing*. The screen always shows you which buttons on the controller are active and what these buttons do. Make your selection by scrolling through the menu items and lists using the directional pad or the left thumbstick. Press the **A** button to confirm your choice. To go back to the previous menu, press the **B** button.



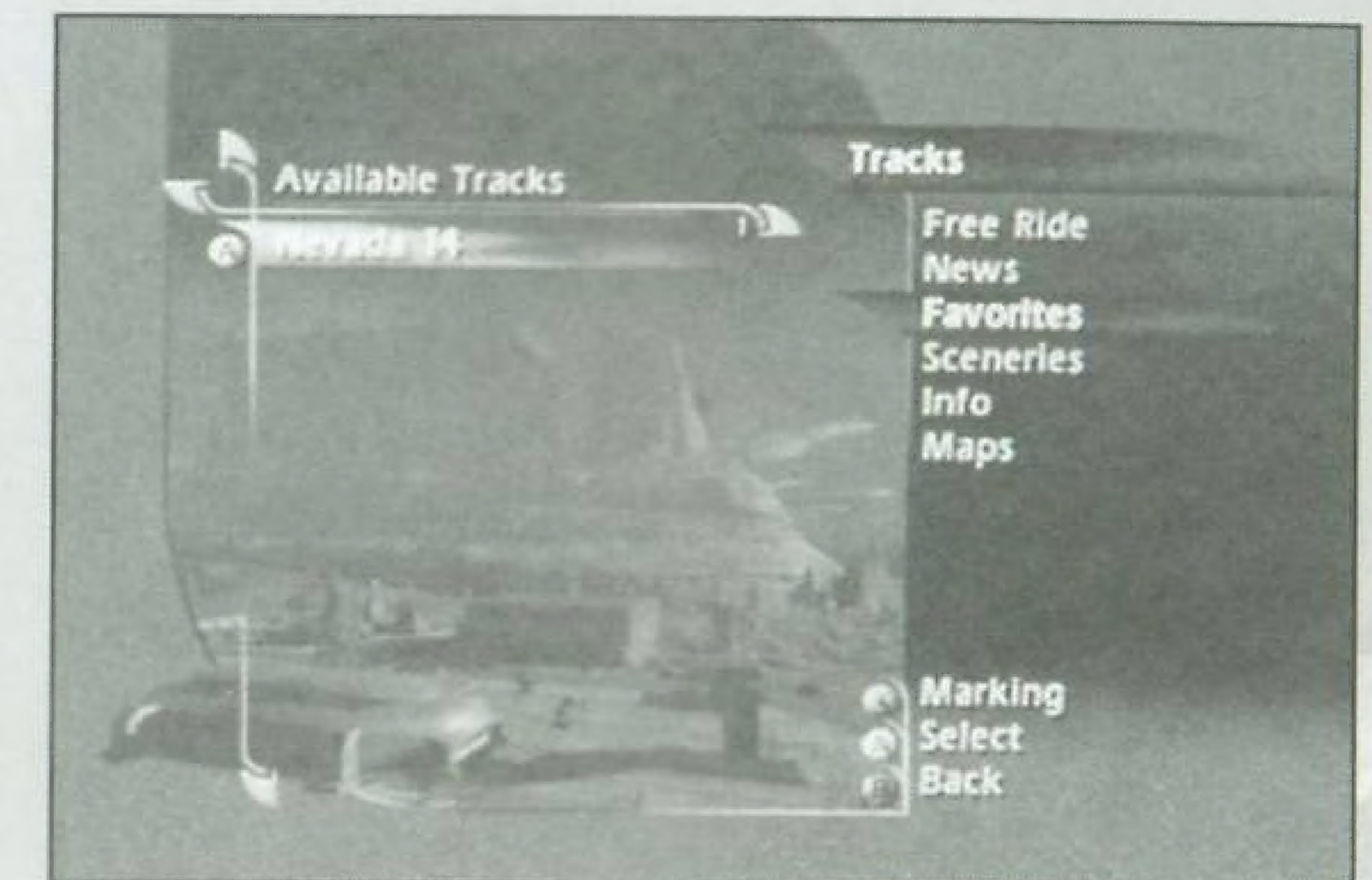
Navigation Features

In *World Racing* you can use the directional pad for more than scrolling up or down lists. You can also scroll through the different car classes, racetracks or specific groups by pressing left or right on the directional pad. For example: select **Classes** from the Car menu. You can now use the directional pad to scroll through the different car classes in the left half of the screen by pressing left or right. Now use the directional pad to scroll up or down the list and select a car from one of the classes. Press the **A** button to confirm your choice. This will automatically take you back to the Car menu.

Note: If a keyhole symbol appears in front of a vehicle or a track, this item must first be released before it can be selected.

The Favorites Menu

You may be wondering why not all of the cars and tracks are displayed. This is due to a filter that you can set in the Favorites menu. It allows you to set a wide range of options for *World Racing* based on your preferences. For exam-



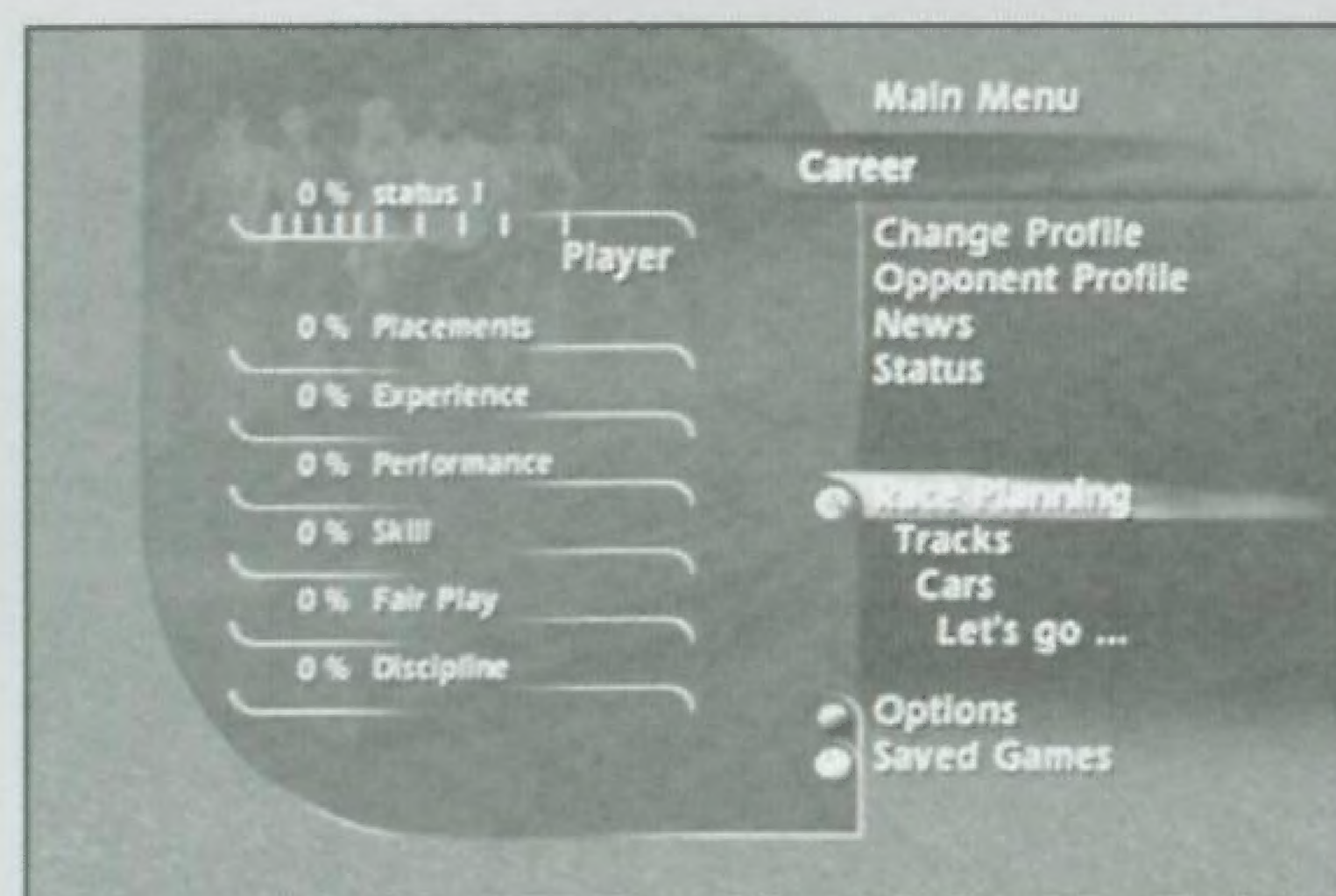
ple, you can use the filters to sort the available tracks or vehicles into different categories and display, for instance, just racing cars, series cars or only the Mercedes-Benz vehicles currently available to you. To do this, select **Favorites** from the Car menu and then use the **directional pad** (left or right) to scroll through the range of filters in the left-hand section of the screen. Then select the appropriate category for your Favorites and press the **B** button to exit the selection. Your selected filter is now active!

Marking

In *World Racing* you can mark specific cars, tracks or even missions in the appropriate menus by pressing the **X** button. All the items you mark in this way can be displayed using the Marked Cars, Marked Tracks or Marked Missions filters. This allows you to create your own highly personalized lists of your favorite tracks, dream cars and missions and quickly access these lists!

Your Career

Use the Career menu to check your driver's progress. Don't forget that each of your actions has an effect on the status of your profile. Just being fast doesn't do any harm, but there's much more to it than that!



Know Your Rivals!

You can not only change your own profile data in the Career menu (select **Change Player Data**), you can also get more info on your rivals. Select the **Opponent Profile** submenu to find out who's on the track with you. Real professionals learn all they can about the other drivers' skills. You never know how or when that information will be useful!

Character Features

Select the **Career** menu to view the current character features for your own driver profile. The bars show you the range of skills and what progress you have made. If you're a very skillful driver, you should soon have a strong bar for Skill. And if you're constantly pushing your rivals off the track during the races, you'll have a very small bar for Fairness. A low score for a single skill won't be a problem if you can make up for this deficit with the other skills. Increase your skills on your way to the top of the heap!

The Status Menu: Rankings

Select the **Status** submenu from the Career menu to view the list of available drivers. Now you can see your ranking according to your selected profile. You might still have some way to go before becoming #1, but it'll be a lot of fun!

How it Works: A Typical World Racing Season

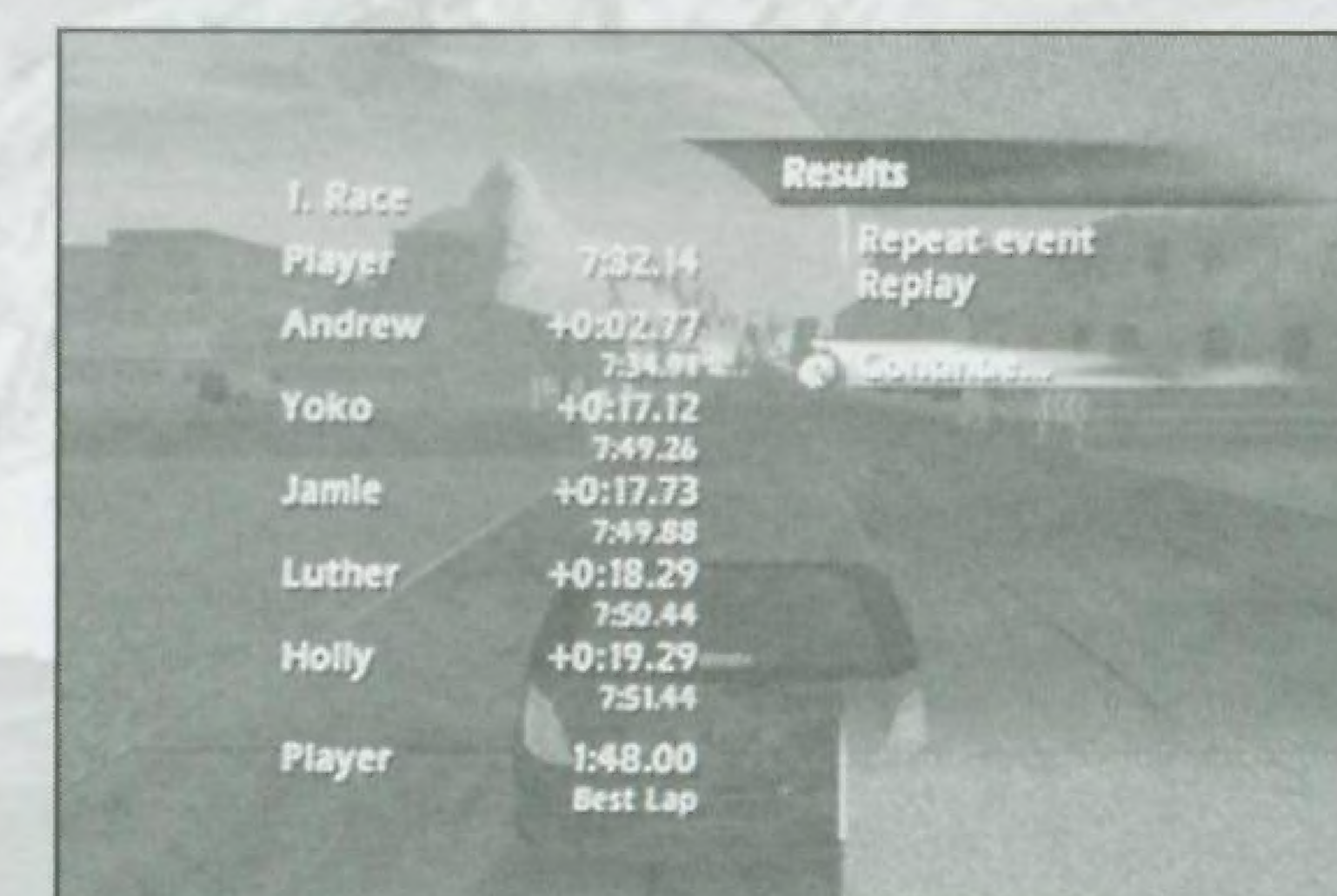
A *World Racing* championship season consists of a series of eight individual races on different tracks and in different conditions. You can access the current championship menu as soon as you start a career and complete your first race. When you begin your career, you'll start off with the slower Mercedes cars in the championship. But don't let this give you a complex—your rivals will be driving similar models. When you complete your first race in an A class saloon, you'll appreciate the maneuverability of this Mercedes-Benz vehicle! Select **Let's Go...** to get straight to the action. However, if you want to find out in advance what's in store for you, take some time to look at the Race Planning, Tracks and Cars menus.

During the Race

During the race, you'll see short messages commenting on your actions. This tells you in advance what effect your behavior is having on the final race assessment. You can use **START** on the controller to stop the race if you want to restart or quit. If you stop the race, you will not be included in the assessment. If a certain course is not suited to you, just finish the race anyway. You really don't need to win every race; you can get bonus points for fairness and an undamaged vehicle—even if you come in last.

After the Race

At the end of the race, a summary of the results is displayed, showing how well you did. Drive the race again if you think you can improve on your result. If you're satisfied with the outcome, select **Continue....** This will take you to the Results menu where you can see the details of your success.



Status in the Career menu shows you how well the current season is going and which driver is ahead of you. You need to qualify for the next championship by the end of the season, otherwise, you'll have to repeat this one! To make sure that doesn't happen, the next few pages tell you how to get the most out of a season.

Whatever You Want!

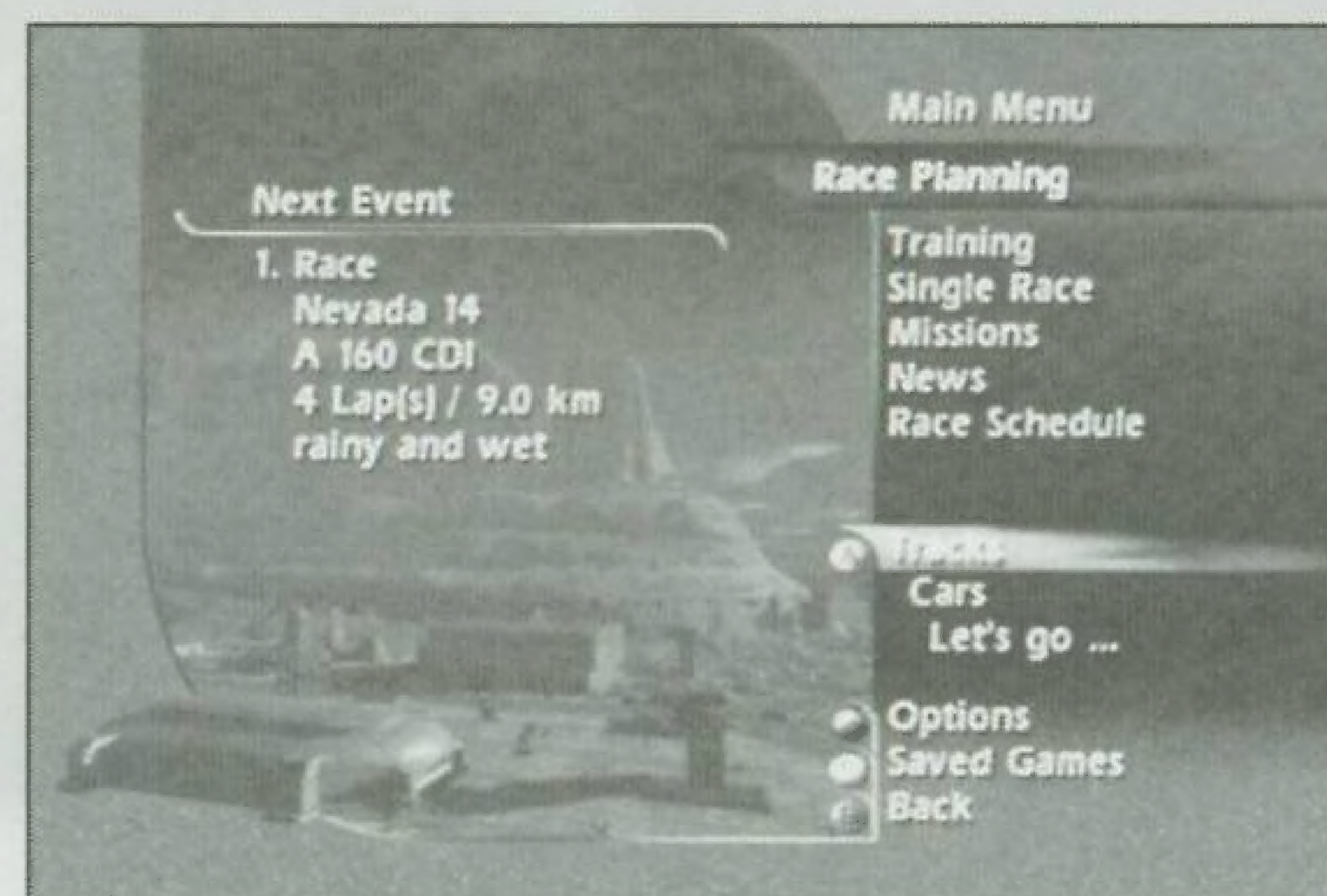
Remember, you can start a race at any time in *World Racing* without having to go through the same menus each time. You can also jump from one menu to another, for example, to select another vehicle or another track, or simply to change certain settings, such as color and fittings for your Mercedes-Benz—it's your choice to make changes or leave things as they are.

Race Planning

This menu does more than show you what's planned for the current race season—you can literally plan the next races yourself. For example, you can opt for some free training in order to increase your familiarity with the features of tracks you have already driven. You can even postpone the next championship races and drive an individual race based on your selected settings or drive a mission offered earlier. You have a direct influence on the race schedule, as the events you plan have priority. So, if you think you may not manage to qualify, you can simply insert another individual race, a few training drives or some more missions before the last official race of the season. All these results will be assessed and the status of your driver profile may increase—helping you to qualify for the next round!

Free Training and Individual Races

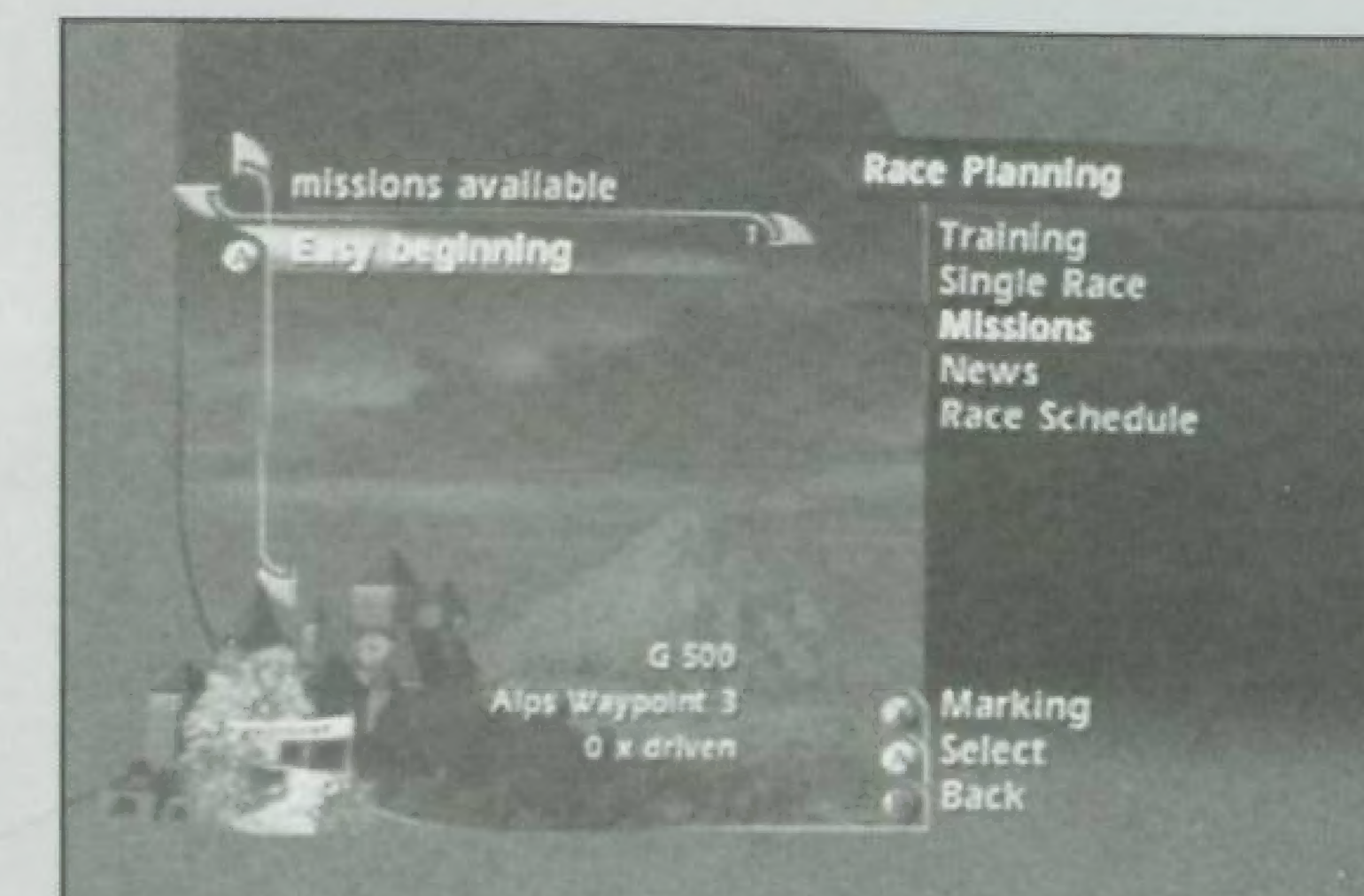
If you want to have some free training or drive an individual race, select this item from the Race Planning menu. Now select from the various options, the number of rivals or the number of laps, for example. Then select an option from the Tracks and Vehicles menus and off you go!



Missions

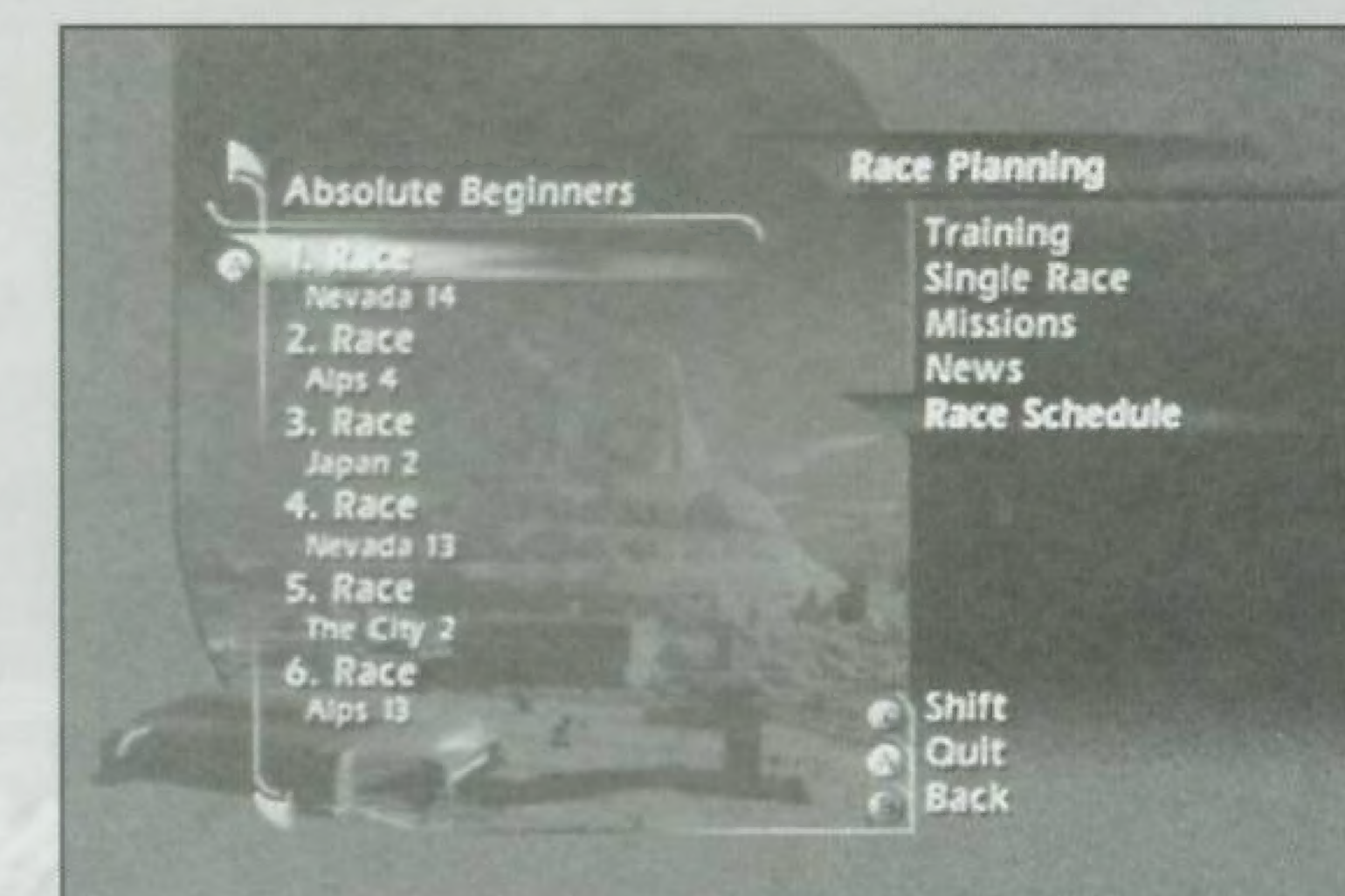
Your actions don't go unnoticed: sooner or later you'll be offered special assignments and missions. In the News menu, you can find out more about who has been watching you and what you need to do to fulfill

the mission. New missions are automatically entered as the next event in the race schedule. But remember: in some missions the driving and game options you selected will be deactivated! The handling of your vehicle may therefore differ slightly from the settings you selected in the menus. You can complete a mission immediately or at a later stage, since race planning gives you all the freedom you want. The Missions menu allows you to view, select and retry the missions offered to you at any time. But bonus points are only awarded the first time you successfully complete the mission. Scroll through the entries, select one and confirm. Have fun and good luck!



The Race Schedule

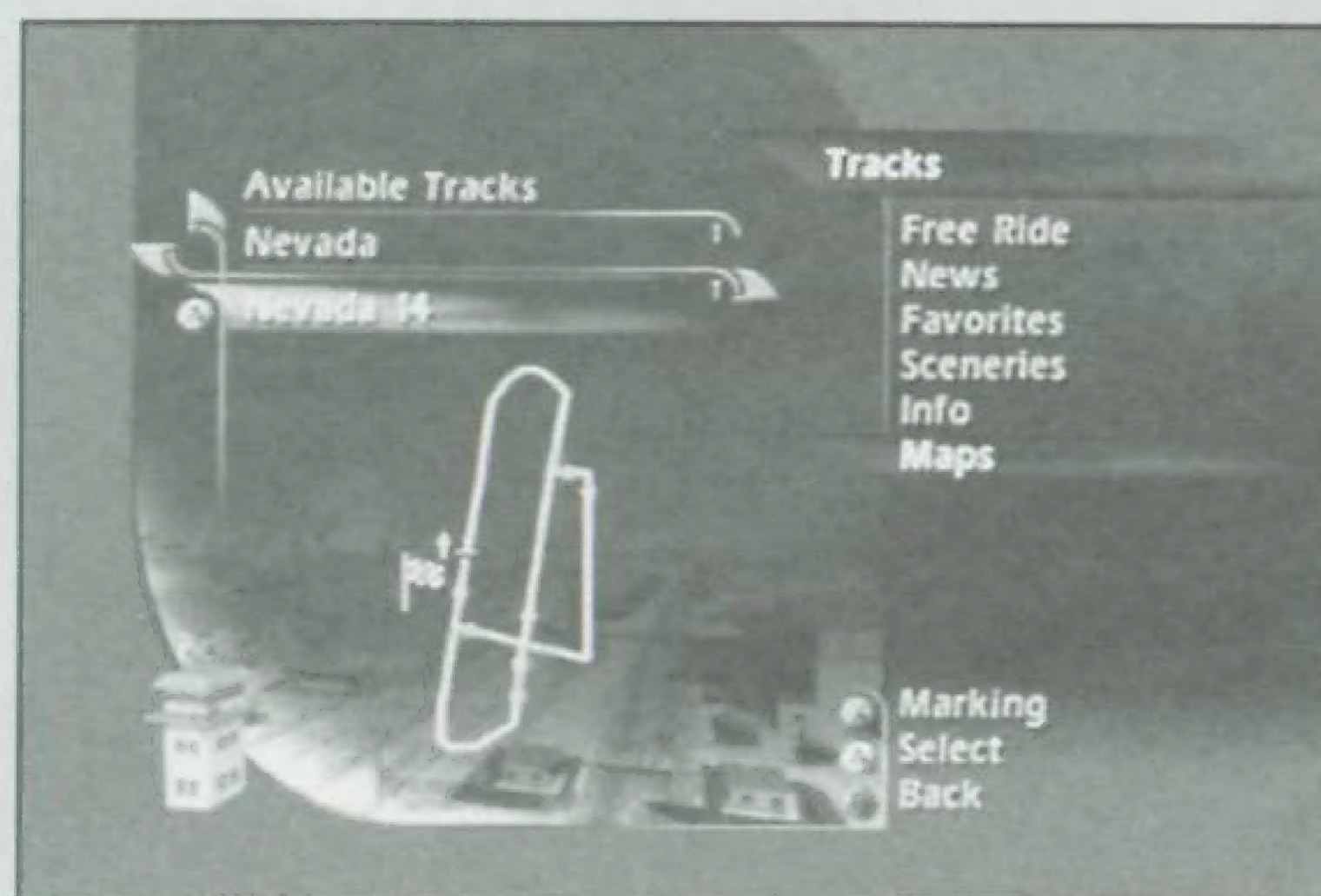
The schedule shows you the dates planned for the current championship. This tells you what clothes you need to pack in the real world—since you may be going into the desert or the mountains next weekend—and what's in store for you the following week. For example, you can switch to the Tracks menu and practice the features of the next course. Most importantly: don't forget, only you can determine how the season unfolds from here! If you plan an individual race or some free training, or even if you wish to complete a mission, this will be entered in the schedule as the next event. You can even postpone an official championship race to the end of the season and drive it later.



The Tracks

Scenarios and Racecourses

Words aren't adequate to describe this: you'll just have to see the impressive scenarios and challenging tracks of *World Racing* for yourself! Take a look in the Tracks menu to see what landscapes and courses are available. Tracks marked



with a keyhole symbol must be released before you can select them. Select **Favorites** to sort the different tracks according to your preferences. Mark any tracks that you particularly like; you can then use the Marked Tracks filter to locate them quickly. Use the Scenarios, Info and Track Map menus to learn more about the different landscapes or to see a specific track. Pay special attention to sharp bends or fast straights. The person who knows what lies beyond the peak of the next mountain has a huge advantage once the race starts—make sure it's you.

Free Ride for Free Players

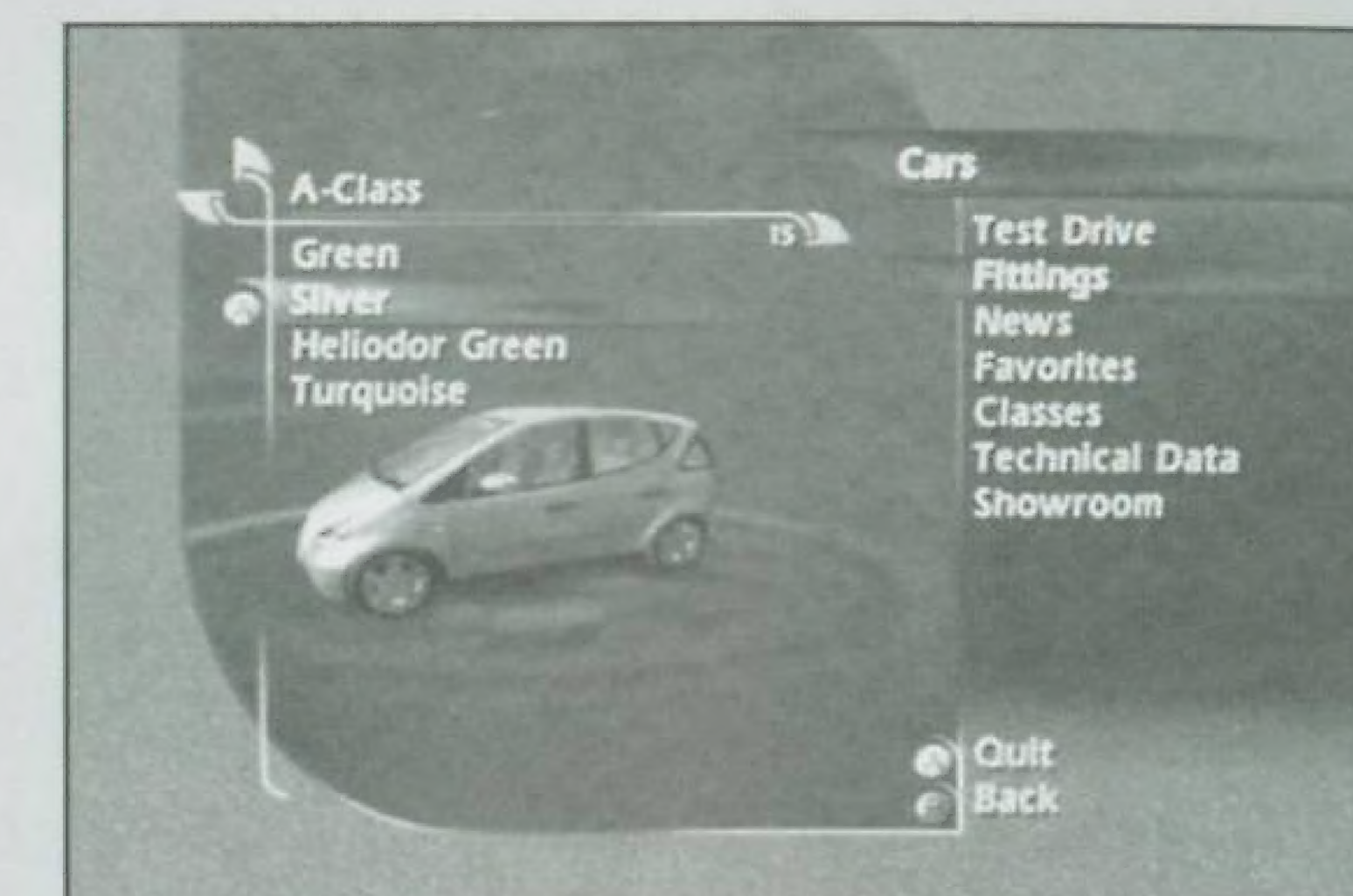
You don't always need to drive in a race to enjoy *World Racing*. Select Free Ride to travel freely through all the scenarios, just as you please. There's no time limit, no set courses, no opponents anywhere—and not even a final assessment. This mode offers pure relaxation.

The Cars

Here you can find the dream cars with the Mercedes star! All current Mercedes-Benz models can be found in *World Racing*, as well as some classics from racing history, prototypes and test cars. And all just waiting for you to drive them! A test drive lets you drive a lap on the test track with no final assessment. Test the differences between the Mercedes models for yourself.

Optional Fittings and Technical Data

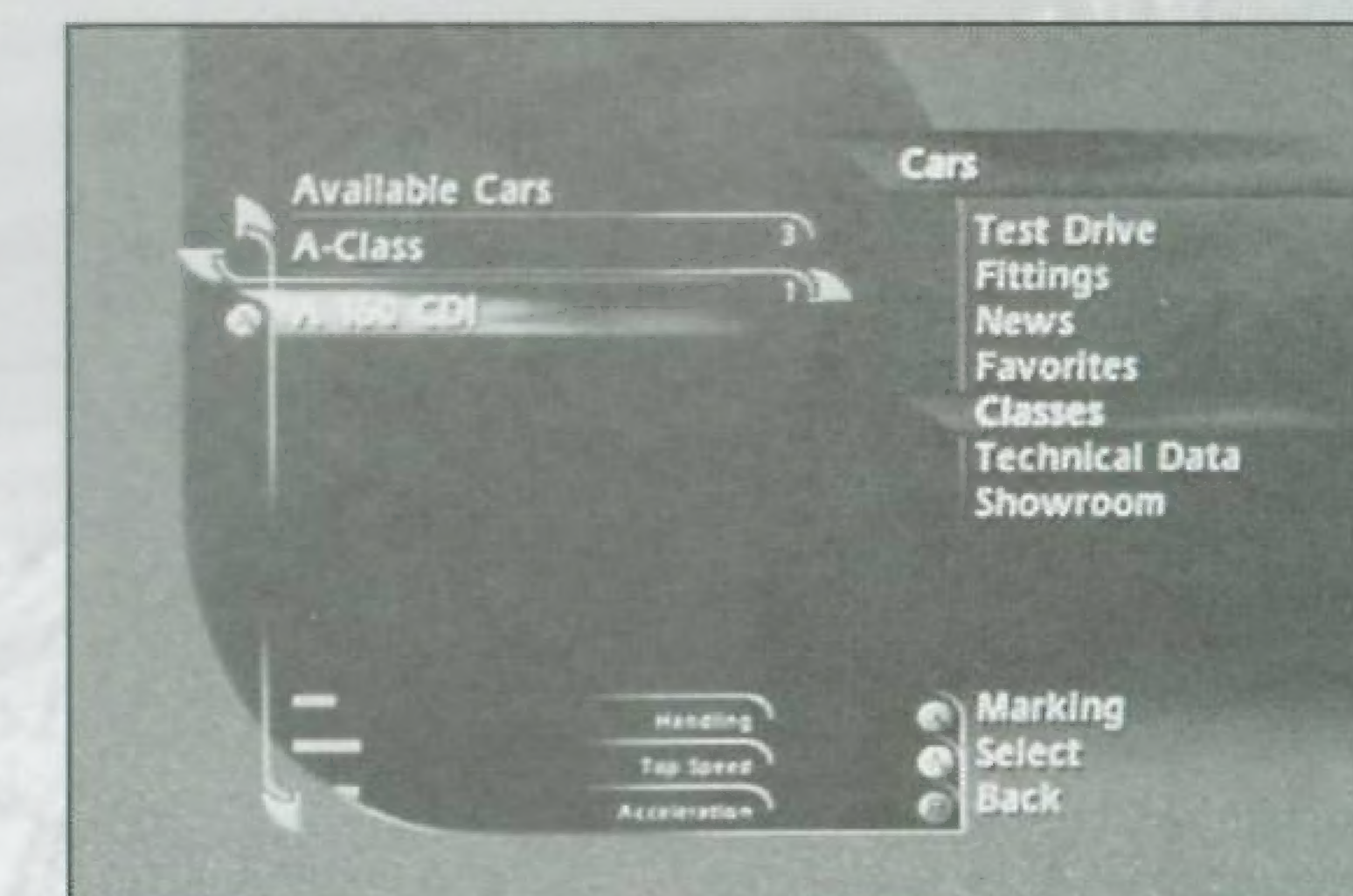
You can select various car options in the Fittings menu (for example, car color) or even whether the top on a convertible should be open or closed. You can also view the technical data for a selected car in the Technical Data submenu and learn



all about its strengths and weaknesses. After all, when you're on the track, you'll need to know what's under your rivals' hoods!

Groups and Car Classes

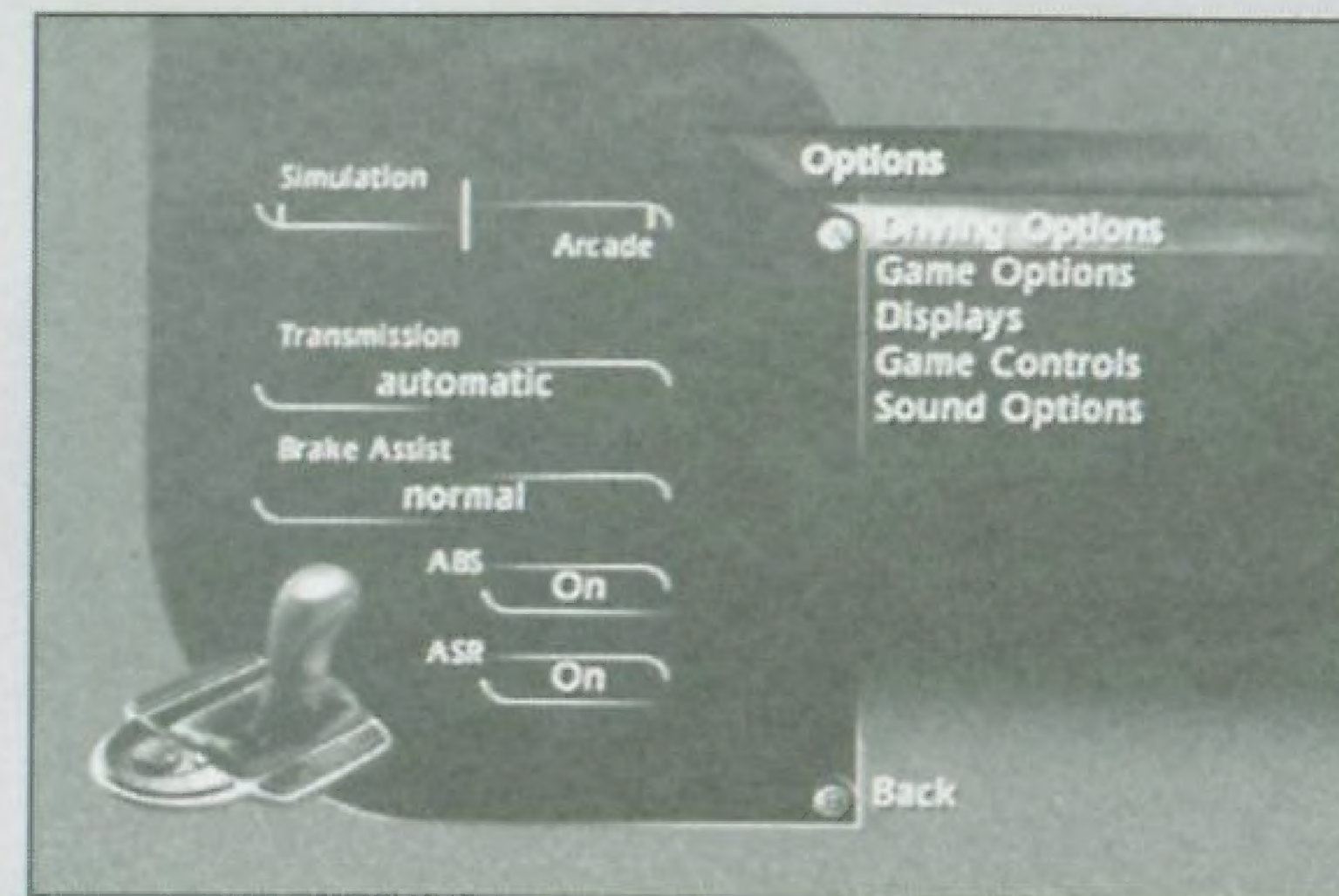
The Class menu shows you all the Mercedes-Benz vehicles available for selection in *World Racing*, arranged according to class. The keyhole symbol indicates that you first need to release a specific Mercedes. Use the Favorites menu to sort the



entire fleet on the basis of your preferences. Set markings to quickly access your own personal dream cars. Select Showroom to admire a selected vehicle in all its glory. Beautiful, isn't it?

Options

World Racing offers you a whole range of options. You can access the Options menu via the Options item, or in Quick Navigation using the Black controller button. You can configure driving options, game controls and various displays here. You can also change most of these options during the game.



Car and Game Options

Specify here whether you prefer a realistic or an arcade feel. Move the control in the top left-hand corner toward either Simulation or Arcade as required. You can also change these settings during the game itself, for example during a test drive. This lets you feel the difference in the handling of your Mercedes-Benz immediately. Decide whether your opponents' strengths should be dynamic or fixed. Dynamic opponents react directly to your behavior in the game, whereas fixed opponents have a pre-set strength, specified as a percentage, which you can adjust using the sliding scale. Select the required driving aids, such as Brake Assist, Antilock Braking (ABS) or Acceleration Slip Regulator (ASR) and decide whether you would prefer the gearbox to be automatic or manual.

Game Controls

This menu lets you select one of the preset Xbox controller profiles. The layout of the buttons will be displayed. You can switch the vibration of the Xbox controller on or off. The AutoReverse option lets you specify whether the brake button should automatically engage reverse gear in a stationary car.

Displays

You can configure the camera angle and on-screen help here. Select the default camera angle: behind the vehicle, in front of the vehicle or from the cockpit. Decide whether you want to see the colored directional arrows indicating the next bend in the game. If you don't want to see the rear-view mirror, switch it off using the appropriate menu item. Then decide whether the speed shown on the tachometer should be displayed in km/h or mph.

Sound Options

Adjust the volume of music, background noises and vehicle sounds here.

Playlist

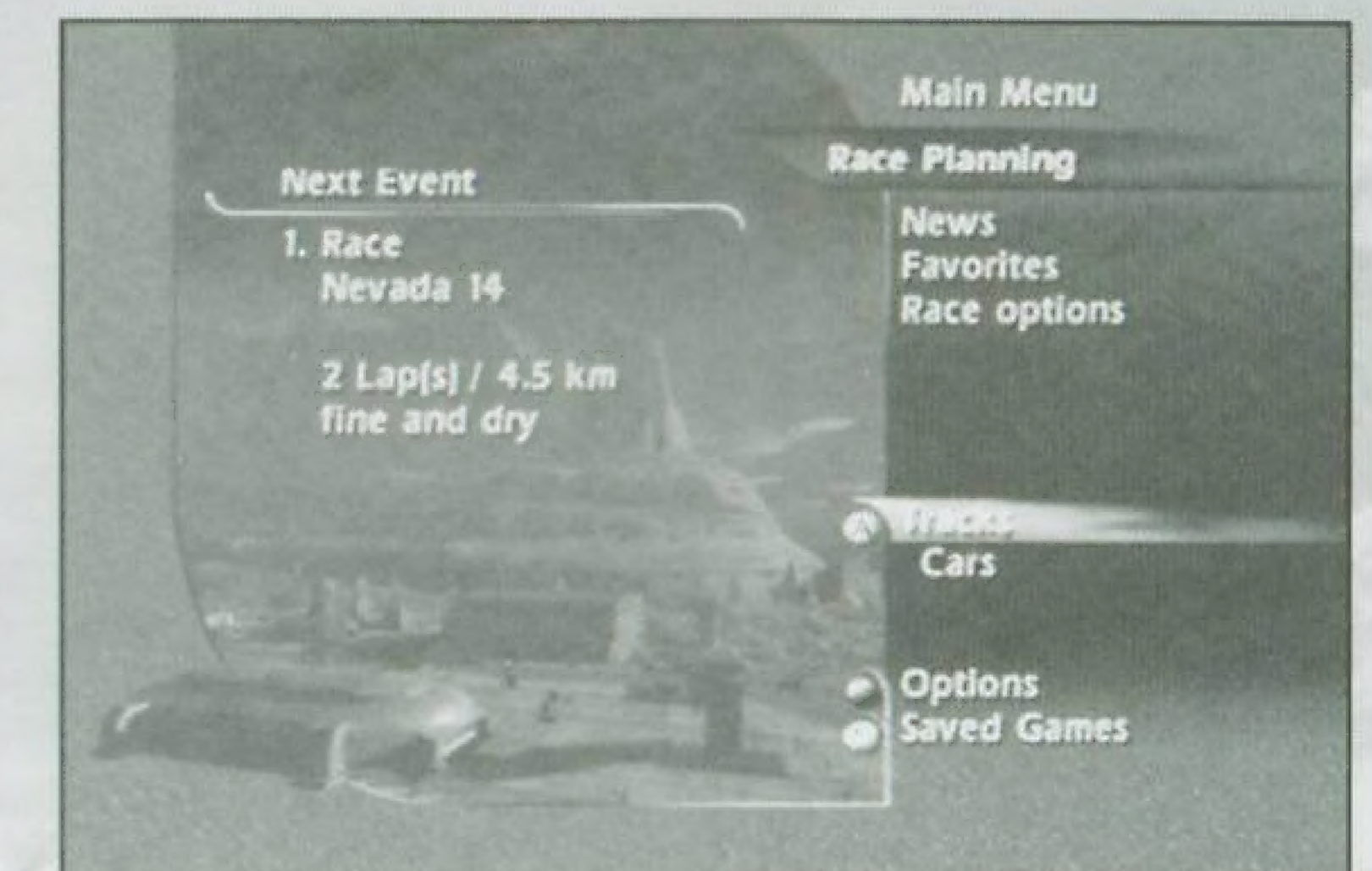
In this menu, select the music you want to hear as you drive around the laps in *World Racing*.

Multiplayer

World Racing's multiplayer mode lets you find out which of your friends is the fastest. Or maybe you think you're the fastest? Find out: two to four players can use a single Xbox video game system to compete against each other in split-screen

mode in a multiplayer championship. The appropriate number of controllers must be connected to the Xbox video game system. You can access the multiplayer menu from the Main menu, which will then take you straight to Race Planning. This shows you what race will be driven next and the suggested track for the race. If you wish, you can select a different track from the Track menu. You can drive as many races as you want, one after the other.

Select your cars in the Cars menu. As soon as each player has selected a car, the race can finally begin! If one of the players changes their mind and pulls out of the race, the other more



committed players can start the race without them. *World Racing* simply asks for confirmation to be given by one of the waiting players by pressing the **A** button. In all cases the number of players on the track is the same as the number logged on. Players can abandon a race at any time and re-enter the multiplayer championship in the next race. The race table appears at the end of the race, showing which car is ahead at the moment. Each multiplayer race is automatically a championship race. The Race Planning menu takes you to the next round.

Well? Who's the fastest?

Credits

SYNETIC – THE FUNFACTORY

Concept & Design

Renate Langenkämper
Jürgen Kersting
André Kröker
Michael Bittner
Carsten Holtmann
Andreas Leicht

3D Programming

Michael Bittner

FRED Programming

Peter Jertz
Jochen Hofmeier
Georg Rottensteiner

Frontend Programming

Renate Langenkämper

Graphics

André Kröker

Screendesign

Renate Langenkämper

3D Graphics & Rendering

Carsten Holtmann

Object Design

André Kröker
Carsten Holtmann

Track Design

André Kröker
Jürgen Kersting
Carsten Holtmann
Andreas Leicht

Sound FX

meatwater

Music

Nick Schreger
Detlef Piepke
Olaf Georgi
Christian Becker

Manual & Texts

Jürgen Kersting
Renate Langenkämper

Product Presentation & PR

Andreas Leicht

Project Coordination

Renate Langenkämper
Jürgen Kersting
Andreas Leicht

Internal Testing

Toralf Heidel
Markus Klich
Oliver Hartmann
Sascha Drinkuth

Special Thanks

Olly Hartmann for proof-reading
many of our texts
Jan-Till Manzius from DDD Design
for the phone call that started it all

Very Special Thanks

to our partners, friends and
children who stood by us despite
the fact we were seldom (or never)
at home during this time.

TDK Mediactive (TDK Recording Media S.A. division)

Director

Heiko tom Felde

Development and Localization

Hans-Jürgen Brändle
Olivier Mestre
Christopher Schmitz
Norbert Wellmeyer

Marketing

Andreas Kähler
Neil Berry
Adrian Lacey
Sacha Gortchakoff

PR
Michael Domke
Virginie Bousquet
Katrín Jungmann
Beatrice Schneider

Design
Heiko Höpfner

Operations
Marie-Paule Van der Veken
Malcolm Choat

**Published in the USA by
TDK Mediactive, Inc.**

Executive Producer
Vincent Bitetti

*Executive Producer
in Charge of Production*
Steve Ryno

Senior Producer
Tim Goodlett
Producer
Matt Miller

PD Coordinator
Adeline Petros

Brand Director
Chaz Fitzhugh

President and COO
Shin Tanabe

CFO
Martin Paravato

Executive VP, Sales and Marketing
Michael Devine

Executive VP, Business Development
Daniel Kletzky

Director, Business Development
Andy Babb

VP, Human Resources
Eugene Code

VP, Global Marketing
Stefan Serwe

VP, Operations
Lorena Billig

Quality Assurance Director
Donn Nauert

Quality Assurance Lead Tester
Brian Etheridge

Quality Assurance Sr. Testers
Emerson Dibley
Carlos Garcia-Shelton

Quality Assurance Team
Timothy Adamson
Tom Anderson
David Astremitzkov
Michael Chang
Dustin Collins
Jimi Doss
Jason Kouhi
Christian Lee
Shawn Mayer
Stiev Millis
Michael Nehme
Gavin Niebel
Jason Predmore
Shannon Schwarz
Brent Sharon
Nathaniel Slotnick
Eric Williamson
Andy Pan

Additional Betatest
DIVISION ZERO MEDIA GMBH

QA/Loca Division
Guido Prass
Björn Baranski
Alexander Baumann
Michael Schievenbusch
Sebastian Tech

Mercedes-Benz
Jens Peter Heuer
Oliver Eck
Andreas Häfner
Thomas Jentsch

FYI Public Relations
Toni Ruhle

Frédéric Henry Communication
Géraldine Férier

Cohn & Wolfe Public Relations GmbH
Roman Laufer

Text 100 SL
Tomas Alonso

Barrington Harvey
Helen Osborne

3p
Moses Pelham
Illmat!c
John Ruhrmann
Goran Baric

amaruvision
Benno Klandt

DoRo Berlin
Dennis Karsten
Linda Anhang
Gunter Puszkas
Oliver Marquardt
Christian Schliebs

Illuvision
Ricarda Thiel
Tom Thiel

MOS GE
Konrad von Loehneysen
Christoph Kammel
Roland Leesker
Ken Sushi

EGO1
Palle Pfeiffer

a+o GmbH
Angelika Oplesch
Branka Premuzak
Catrin Meyer
Olaf-Christian Wagner

ExxonMobil

CASIO Europe GmbH
Harald Schröder
(Marketing Manager)

Blaupunkt GmbH
Clemens K. Krebs (Leiter
Kommunikation)
Guido Hellmer (Internet Manager)

Juergen H. Krause Photographie

Binz+Herbertz Advertising
Trier/Berlin

Alpha CRC

Manual by
Martin Naß

Music provided by Ministry of Sound

Special thanks to the complete
TDK Mediactive team in all our
international subsidiaries and to
all our distributors.

©2003 TDK Recording Media S.A. All rights reserved.
©2003 TDK Mediactive, Inc. All rights reserved.

Product Support/Tips

The TDK Mediactive Product Support Department provides technical support, customer service and game hints. There are several different ways to receive assistance:

Online Support

TDK Mediactive provides support via the World Wide Web 24 hours a day, seven days a week. The address is www.tdk-mediactive.com. You can also learn more about this game and find cool tricks and tips at:
<http://www.tdk-mediactive-us.com/games/mercedes-benz/>

Email Support

A representative will promptly and personally answer e-mail inquiries. Requests should be e-mailed to support@tdk-m.com. Please include a detailed description of the situation.

Telephone Support

Live representatives are available by telephone Monday through Friday 7:30am to 6:00pm PST at (818) 707-7063.

Order Line

TDK Mediactive products can now be ordered over the phone. The number is (800) 877-4778. Please note that the order line is not equipped to handle technical issues.

Notes

Notes

WARRANTY AND SERVICE INFORMATION

In the unlikely event of a problem with your product ("Product"), you may only need simple instructions to correct the problem. Please contact the TDK Mediactive Interactive Product Support Department at (818) 707-7063 or on the web at www.tdk-mediactive.com before returning the Product to a retailer.

If a TDK Mediactive service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

TDK Mediactive
4373 Park Terrace Dr.
Westlake Village, CA 91361
Attn: Product Support

TDK Mediactive is not responsible for unauthorized returns of Product and reserves the right to send such unauthorized returns back to customers.

COPYRIGHT

DaimlerChrysler, Three Pointed Star in a Ring and Three Pointed Star in a Laurel Wreath and Mercedes-Benz are Trademarks of and licensed courtesy of DaimlerChrysler AG and are used under license to TDK.

© 2002 Mercedes-Benz USA, LLC.

The TDK logo and its Diamond Device are registered trademarks. All other trademarks are the property of their respective owners.

All elements of this product have been copyrighted. All elements not originally created by TDK Mediactive, Inc. or TDK Recording Media Europe S.A. (hereinafter collectively or individually referred to as TDK) are licensed by the respective licensors. Please refer to the insert and package for specific attributions, legal notices, and restrictions. This manual and all contents described within it are copyrighted. All Rights Reserved.

Under Council Directive 1991/250/EEC of 14 May 1991 on the legal protection of computer programs and any subsequent amendment, as well as under existing national copyright laws, this product and associated package components (whether complete or only a portion thereof) cannot be copied without prior written consent of TDK. The same property and copyright notices must be affixed to any permitted copies as were affixed to the original. This exception does not allow copies to be made for others, whether or not sold. Under Council Directive 1991/250/EEC, copying includes translating into another language or format. Using the audio segments in any multimedia presentation intended for audiences may obligate you to pay a small fee per person in accordance to performer's rights organizations.

LICENSE AGREEMENT

This is a license agreement between you (either an individual or an entity) the end user, and TDK MEDIACTIVE. TDK MEDIACTIVE hereby grants to you, the owner of this product, a non-exclusive license agreement to use the enclosed software, subject to the terms and restrictions set forth in this non-exclusive agreement. If you do not agree to these terms as set forth herein, you must return the unused product to the manufacturer.

LIMITED WARRANTY

TDK MEDIACTIVE warrants that this product will perform substantially in accordance with the accompanying written materials for a period of ninety (90) days from the date of receipt. Any implied warranties on the product are limited to ninety (90) days. Some states/jurisdictions do not allow limitations on the duration of an implied warranty, so the above limitation may not apply.

CUSTOMER REMEDIES

TDK MEDIACTIVE's entire liability and your exclusive remedy shall be, at TDK MEDIACTIVE's option, either a return/refund of the price paid or repair or replacement of the product that does not meet TDK MEDIACTIVE's limited warranty and that is returned to TDK MEDIACTIVE with a copy of your receipt, evidencing the date of purchase. In no event shall TDK MEDIACTIVE's liability with respect to this limited warranty exceed the cost of replacement of the media on which the product is recorded. This limited warranty is void if failure of the product has resulted from accident, abuse, or misapplications. Any replacement of the product will be warranted for the remainder of the original warranty period or thirty (30) days, whichever is longer. Neither these remedies nor any product services offered by TDK MEDIACTIVE are available for the U.S. version of the product outside of the United States and Canada.

NO OTHER WARRANTIES

TDK MEDIACTIVE disclaims all other warranties, either expressed or implied, of merchantability and fitness for a particular purpose, with respect to the product and the accompanying written materials. TDK MEDIACTIVE does not warrant that the enclosed product or documentation is without defect or error or the operation of the enclosed product will be uninterrupted.

NO LIABILITY FOR CONSEQUENTIAL DAMAGES

In no event shall TDK MEDIACTIVE or its suppliers be liable for any damages whatsoever (including, without limitation, damages for loss of business profits, business interruption, loss of business information, or other pecuniary loss) arising out of the use or inability to use this TDK MEDIACTIVE product, even if TDK MEDIACTIVE had been advised of the possibility of such damages. Because some states/jurisdictions do not allow limitations on duration of an implied warranty, the above information may not apply to you. The warranty and remedies set forth herein are exclusive and in lieu of all others, oral or written, expressed or implied. No dealer of TDK MEDIACTIVE product, nor distributor, TDK MEDIACTIVE agent or employee is authorized to make any modifications or additions to this warranty. This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state, or municipal law that cannot be pre-empted.